

GAME BOY ADVANCE

AGB - BBLE - USA



TEEN TITANS

INSTRUCTION
BOOKLET

TM



MAJESCO
ENTERTAINMENT

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE AND NINTENDO DS
VIDEO GAME SYSTEM.**

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)



LICENSED BY



TABLE OF CONTENTS

06	CONTROLS
08	INTRO
10	GETTING STARTED
12	TEEN TITAN SELECTION
14	STORY
15	HEROES
20	PAUSE MENU
21	GAME HUD
22	TITAN COLORS
24	IMPORTANT ITEMS
26	CREDITS
35	WARRANTY

CONTROLS

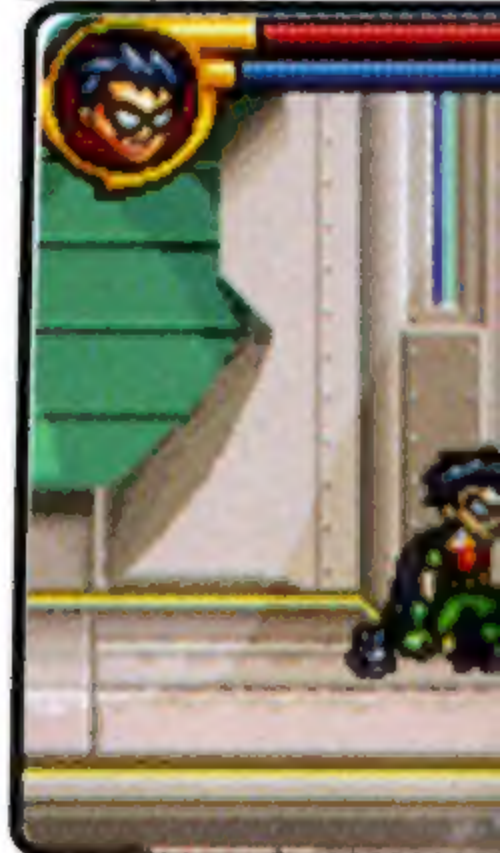
MOVE UP

MOVE LEFT

MOVE DOWN

MOVE RIGHT

SWITCH TITAN





SPECIAL POWER

JUMP

ATTACK

BRINGS YOU TO THE PAUSE MENU



GET READY-

for a **Teen Titans** adventure unlike any other! **Robin, Beast Boy, Cyborg, Raven** and **Starfire** are set to take on any challenge that gets in their way. This manual has all the information you'll need to beat the bad guys -- **TEEN TITANS, Go!**

TEEN TITANS

TM

GETTING STARTED

1. Making sure your Game Boy® Advance System power switch is set to OFF; insert the Teen Titans Game Pak into the Game Boy® Advance System.
2. Turn on the Game Boy® Advance System. In a few moments, the Title Screen should appear.
3. Press START to display the Main Menu.
4. Select your profile with the A Button.
5. Select the mission number with the A Button.
6. Select the difficulty level with the A Button.

TEEN TITANS

TM

IMPORTANT NOTE:

If nothing appears on the screen, turn the power switch to OFF. Check to make sure the Game Pak is inserted correctly. Then try again. (Always set the power switch to OFF before inserting or removing the Game Pak.)





TEEN TITAN SELECTION

Play as any Teen Titan at any time! At any point during gameplay, switch between the team to solve puzzles and kick HIVE butt!

Hold down the L Button to swap Titans, then use the Control Pad to select your hero. The new Titan will instantly be placed in the thick of the action!

The Teen Titans slowly rebuild their power and health meters when they are not onscreen. If your onscreen Titan's health meter is totally depleted, another Titan will automatically be swapped in. Your wiped-out Titan won't be selectable again until his or her meter is at least 1/3 full.

TEEN TITANS

TM

STORY

Brother Blood, fed up with his inability to defeat the Teen Titans, has come up with a dastardly plan: He will clone the Titans and use their powers to his own evil ends! His evil HIVE minions break into Titan Tower and steal the DNA of each of the young heroes. Choose your favorite Titan and stop Brother Blood from realizing his evil plan. Titans, GO!

HEROES

ROBIN

The leader of the Teen Titans. With martial arts, acrobatic speed and a utility belt full of gadgets, he's ready to take down bad guys in a heartbeat!

SPECIAL MOVES:

A Button + A Button: Double Jump

B Button (while next to a computer terminal): Hack Computer

R Button: Bo Spin Dash

R Button (while jumping):
Explosive Disc Spread



HEROES

RAVEN

Her telekinetic powers allow her to levitate, create force fields, and release projectiles onto her foes! Evil, don't get on her bad side.

SPECIAL MOVES:

A Button + A Button: Start flying (press the A Button again to land)

B Button (while Jumping):
Black Magic Bolts

R Button: Glowing Black Shield

R Button (while Jumping):
Telekinetic Attack



BEAST BOY

Baddies beware of his bite! Beast Boy will gladly transform into creatures that stop villains in their tracks.

SPECIAL MOVES:

A Button + A Button: Hawk Flight (press the A Button again to stop flying)

R Button: Rhino Charge

R Button (while jumping): Tiger Attack





STARFIRE

Powerful in the air as well as on the ground, her starbolts will make enemies think twice about crossing her path.

SPECIAL MOVES:

A Button + A Button: Start flying (press the A Button again to land)

R Button: Eye Beams

R Button (while jumping):

Starbolts Spread

B Button (while jumping):

Single Starbolt

HEROES

CYBORG

Don't be fooled by that great smile – this hero can fire sonic blasts, pound countless enemies and smash through the floor without breaking a sweat!

SPECIAL MOVES:

A Button + A Button: Boost Jump

R Button: Sonic Cannon Beam

R Button (while jumping): Missiles

Control Pad Down + B: Ground Pound



PAUSE MENU

The Pause Menu allows you to check out level stats, save your game and take a look at any of the extras you've unlocked.

Stats – This section displays your current level statistics.

Options – Switch languages and turn off the music and/or sound effects.

Extras – Take a look in the Extras section for a whole slew of unlockables like Bio-cards, SFX, Music and Teen Titans artwork. Each extra will tell you what you need to do to unlock it!

Save Game – You can save your game here during any of the missions. A saved game starts at the beginning of the level or at the halfway point, depending on your progress.

Quit Game – End your game.



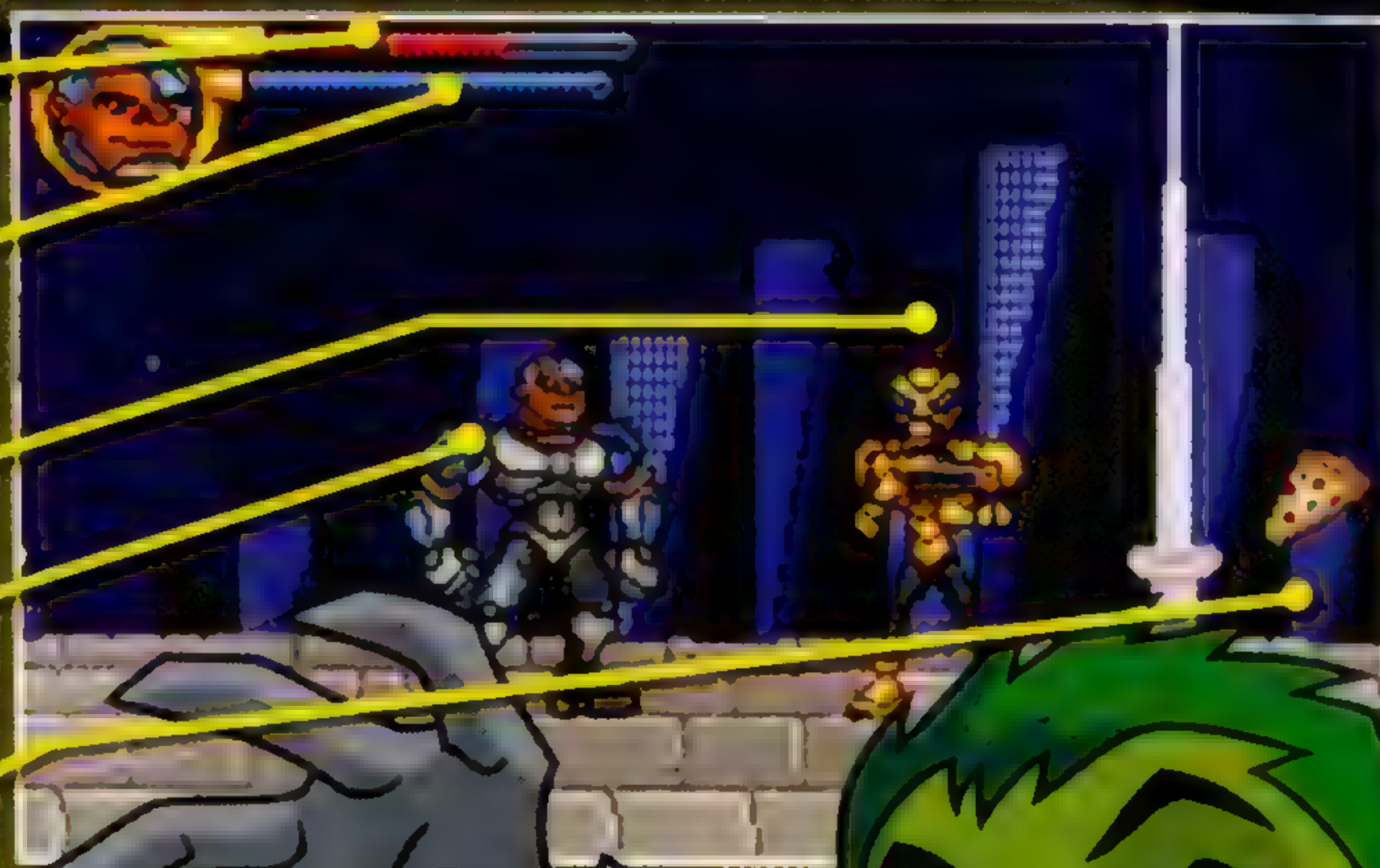
A) Health Meter

B) Power Meter

C) Enemy

D) Current Titan

E) Health Item
(either Titan
Communicator
or Pizza)



GAME HUD



**EACH TITAN IS
REPRESENTED BY A COLOR.**

Robin = Red

Cyborg = Blue

Starfire = Yellow

Raven = Purple

Beast Boy = Green

NOTE:

Many of the HIVE soldiers and other enemies coincide with these colors. A Titan can deal more damage to an enemy of his or her color than an enemy of a different color. For example: if Raven (purple) were to hit a Red HIVE enemy, she would deal only average damage to it. But if Robin, whose color is red, were to fight that same opponent, he would deal more damage in his attacks. Try experimenting with each color and see what the benefits are in switching characters in every situation!



IMPORTANT ITEMS

During your adventure you will come across the following various items to aid you in battle.

Titan Communicator - Restores a small portion of your health bar.



Blue Titan Icon - Restores a small portion of your power bar.



Pizza Slice - Restores a small portion of your health and power bar.



Full Pizza - Restores your health and power bar completely.



Titan Cards - There are 25 Black Titan Cards scattered across each level. Collect them all to unlock cool secrets!





TEEN TITANS

CREDITS

**MAJESCO
ENTERTAINMENT
COMPANY**

VP CREATIVE DIRECTION
Joseph Sutton

VP PRODUCT DEVELOPMENT
Dan Kitchen

PRODUCER
Anthony DeLuca

EXECUTIVE PRODUCER
Dean Martinetti



**PRODUCT DEVELOPMENT
MANAGER**

Catherine Blebelberg

VP MARKETING

Ken Gold

PRODUCT MANAGERS

Deborah Montella

Liz Buckley

ASSISTANT PRODUCT MANAGER

Zach Smith

MANUAL AUTHORS

Josh Breidbart & Zach Smith

PR ACCOUNT DIRECTOR

Laura Heeb

**DIRECTOR OF
CREATIVE SERVICES**

Leslie Mills DeMarco

PACKAGE AND MANUAL DESIGN

Andy Cummings

Vic Merritt

QA MANAGER

Joe McHale

PROJECT LEAD TESTER

Kevin Kurdes

LEAD TESTERS

Eric Jezercak
Rob Cooper
Andrew Bado

TESTERS

Josh Hexner
Jorge Cosme
Rich Wogan
Jonathan Black
Nicholas Greder
Manny Hernandez
Gina Giacobbe
Ian Gillespie
Tito Jimenez
Martin Sanelli

Phillip Johnson

Steve Macko

Onix Allicea

Joey Goldstein

Kerwin David

Pete Rosky

Robert Raychel

Victor Dweck

Nick Garaffa

Hunter S. Gollum

SPECIAL THANKS

Morris Sutton

Jesse Sutton

Adam Sutton

HighWater Group

DEVELOPED BY ARTIFICIAL MIND AND MOVEMENT

Montreal, Canada

LEAD DESIGNER

Jason Dozols

GAME DESIGNER

Dave Richard

ADDITIONAL GAME DESIGNERS

Erik Szabo

Mario Lord

LEAD PROGRAMMER

Alexandre Gauthier

GAME PROGRAMMERS

Vincent Da Silva
André Mathieu

ENGINE PROGRAMMER

Stéphane Hockenhull

LEAD ARTIST

Yan Bohler

ANIMATORS

William Douville
Kirk Sandiford
Dave Richard

ARTISTS

Martin Spénard
Khanh-Long Huynh
Marianne Cliche

SOUND DESIGN

Mark Mitchell
Jean-Frédéric Vachon

LEAD QA

Cédric Michea

GAMEPLAY ANALYST

Vincent Noiret

QA

Jean-Philippe Côté

SCRIPT WRITING

Morgan Jaffit

CREATIVE DIRECTOR

David Osborne

EXECUTIVE PRODUCER

Rémi Racine

HEAD OF PRODUCTION

Chafye Nemri

GAME EXECUTIVE

Denis Lacasse

GAME DIRECTOR

Dominique Roussy

PRODUCTION MANAGER

Noël Kechichian

**MUSIC AND
GAX SOUND DRIVER**

Shin'en

SPECIAL THANKS

Stephane Leblanc

Benoit Hubert

Nathalie Jasmin

Jean-Martin Masse

Lyne Girouard

Chloe Desautels

Sarah Stewart

Maria Radice

Mylène Fréchette

Friends & Families

Martin Thibert

Alexandre Beloin

Marc Devault

Sophie Bordeleau

Martin Saindon

Daniel Caron

Alain Moreau

**WARNER BROS.
INTERACTIVE
ENTERTAINMENT**

ASSOCIATE PRODUCER
Jason Ades

**MANAGER OF RIGHTS
AND CLEARANCES**
Karen Pierson

DIRECTOR OF PRODUCTION
Jonathan Eubanks

**VICE PRESIDENT
OF PRODUCTION**
Philippe Erwin

MARKETING MANAGER
Stephanie Johnson TM

PUBLIC RELATIONS MANAGER
Remi Sklar

MARKETING COORDINATOR
David S. Cohen

**DIRECTOR OF SALES AND
BUSINESS DEVELOPMENT**
Scott Johnson

SENIOR VICE PRESIDENT
Jason Hall

CASTING DIRECTOR
Andrea Romano

SPECIAL THANKS

Debra Baker
Wendy Bozzi
Steve Chalk
Chris Chen
Scott Cuthbertson
Marti Esteva
Jeneba Konare
Denise Maratas
Jeff Nachbaur
Gary Sheinwald
Angel Sisson
Michael Steuerwald
Jennifer Stump
AJ Vargas
Nick Torchia
Thomas Zellers

DC

PRODUCER

Gene Bahng

ASSOCIATE PRODUCER

Dana Kurtin

SPECIAL THANKS

Richard Bruning
Linda Lee
Paul Levitz
John Nee
Marty Pasko
Ron Perazza
Sandy Resnick
Cheryl Rubin

VOICE TALENT

ROBIN

Scott Menville

CYBORG

Khary Payton

RAVEN

Tara Strong

BEAST BOY

Greg Cipes

STARFIRE

Hynden Walch



DC LOGO, TEEN TITANS and all related characters and elements are trademarks of and © DC Comics.
WBIE LOGO, WB SHIELD: ™ & © Warner Bros. Entertainment Inc.
(s05)

NOTES

NOTES

MAJESCO ENTERTAINMENT COMPANY LIMITED WARRANTY

Majesco Entertainment Company warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Majesco Entertainment Company is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Majesco Entertainment Company agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Majesco Entertainment Company. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Majesco Entertainment Company be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of this Majesco Entertainment Company software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing, and your name, address and phone number to: Majesco Entertainment Company, 160 Raritan Center Parkway, Edison, NJ 08837. If the product was damaged through misuse or accident, this 90-day warranty is rendered void. We strongly recommend that you send your product using a traceable delivery method. Majesco Entertainment Company is not responsible for products not in its possession.

MAJESCO ENTERTAINMENT COMPANY CUSTOMER WARRANTY NOTICE

Majesco Entertainment Company reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All Rights Reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Majesco Entertainment Company.

TECHNICAL SUPPORT

If you need technical assistance with this product, call us toll-free at (800) 826-0015 Monday through Friday between 9:00 A.M. and 5:00 P.M. Eastern Standard Time. No hints or codes are available from this line. For hints and codes call us at (900) 285-TIPS Eastern Standard Time. Be advised that there is a \$1.99 per minute charge.

HOW TO REACH US ONLINE

For technical and game support visit us at [HTTP://WWW.MAJESCOENTERTAINMENT.COM](http://www.majescoentertainment.com) and click on the "Support" link.



1-900-285-TIPS

1-900-285-8477

(\$1.99 per minute.) Must be 18 years or older, or have a parent's permission to call. Touch tone phones only.

INTRODUCING A BRAND NEW WAY TO USE YOUR GAME BOY® ADVANCE!

GAME BOY ADVANCE Video



www.GBA-Video.com

Now you can watch
your favorite Cartoon
Network shows on the #1
portable gaming system—
it's full color video that goes
with you, anywhere you go!



CARTOON NETWORK, the logo and all related characters and elements
are trademarks of and © Cartoon Network.
(s04)

PRINTED IN USA

Majesco Entertainment Company, 160 Raritan Center Parkway, Edison, NJ 08837.
Game Boy Advance Video software © Majesco Entertainment Company.
All Rights Reserved.